



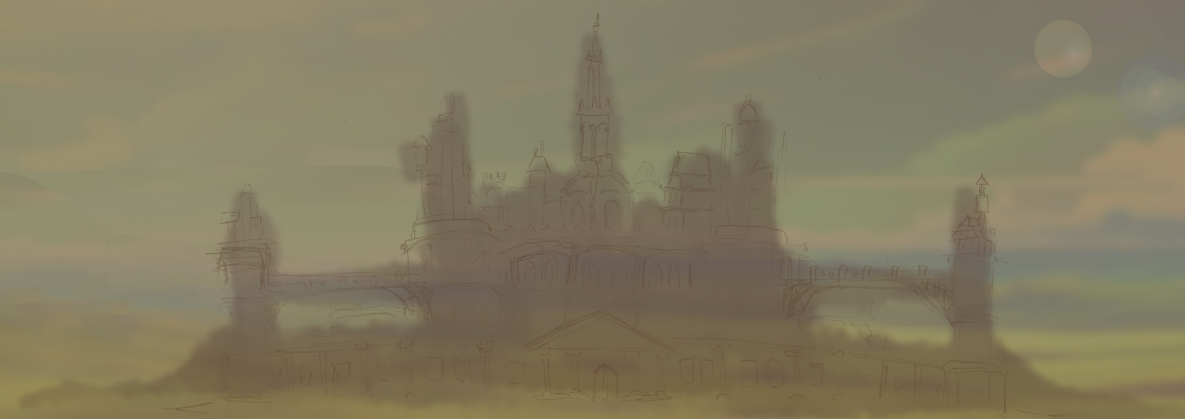
AETHERIA



In a world, far from what we know as Reality. You will find Aetheria, a land ruled by the King and Queen. Divided into four kingdoms: The land of Diamonds, Nature Club, The Garden of Hearts and Estate of Spades.

But, tread carefully... The jealous Joker is up to no good.

Will you be able to save Aetheria?



Contents

Meet the team	4
Aetheria: the spinning maze	5
Storyline	7
Storyline	8
Concept art	12
Technical design	14
Additional experiences	28
Final note	29



Meet the team

Jolt Wiersma

Architect



Game of Choice:

Ticket to Ride

Designer, Landscaper, Modelmaker, Hiker and Titanic lover. Too many hobbies to count.



Sharon de Vries

Project Coördinator



Game of Choice:

EXIT the game

Energized by recognizing talent and bringing different forces together. To combine towards synergetic success, The project puzzle i adore.



Andy de Neef

Concept artist



Game of Choice:

Carcassonne

As a passionate freelance designer, Andy specializes in concept development, illustration, and graphic design.



Lana van der Stonden

Art director



Game of Choice:

Azul

Loves to collect memories that will last forever while exploring the world. Dreams of creating themed experiences that spark people's imagination and make them smile.



Aetheria: the spinning maze

Welcome to the enchanted kingdom of Aetheria, an immersive adventure in the well-maintained garden ruled by the King and Queen. Aetheria is divided into four realms: the Land of Diamonds, Nature Club, Garden of Hearts, and Estate of Spades.

The Palace, situated in the middle of the land, offers a fantastic lookout over the beautiful gardens. The King and Queen welcome you for a visit. Are you ready to discover a new world usually only in your hands?

The Joker, envious of his role as court jester, and frustrated that he never gets the chance to guide guests through Aetheria, has put a spell on the King and Queen, trapping them inside playing cards. He scattered the cards around the

outer village outside the gardens. While they are trapped, his plan to take over Aetheria is within reach.

Your mission? Find these cards and return them to the Palace to break the spell and save Aetheria.

Think that's easy? The Joker won't let you off that easily. He has cursed the garden. As a result... a spinning maze!

Good luck...



Objective of the Game:

The player's goal is to collect all the trapped cards located in the outer ring of the maze. Each card is guarded by a unique end challenge that must be overcome. Once secured, the player must return it to the starting point at the center of the maze to break the spell.

In the maze, guests encounter gazebos from the different realms with card game quests. Answer correctly for an advantage in the endgame. Wrong answers will darken the gardens as the Joker appears above.

Aetheria can be played in four ways, each with its own endgame and quests. When all four realms are filled with players, the Joker also traps Knight Ace and Farmer Jack in cards. Let the madness begin!



Storyline

Cella Aetheria

Reception Area

Visitors enter an atmospheric, half-dark cellar that feels like the reception hall of an old, mysterious palace basement. The walls are decorated with tapestries depicting the four realms of cards: hearts, diamonds, spades and clubs.

Here, the characteristics of the symbols quickly become visible: love, wealth, strength and natural harmony. Candlelight flickers softly, creating an enchanting atmosphere.

Information and Welcome.

A calm, deep voice sounds:
"Welcome brave souls, to the cellar of the palace of Aetheria. Here, the cards do not live in your hands, but as kingdoms full of mystery and adventure... But before you enter the estate, listen carefully for your safety and a smooth process"

After the explanation and safety instructions, visitors are invited to walk through to a smaller, intimate room.

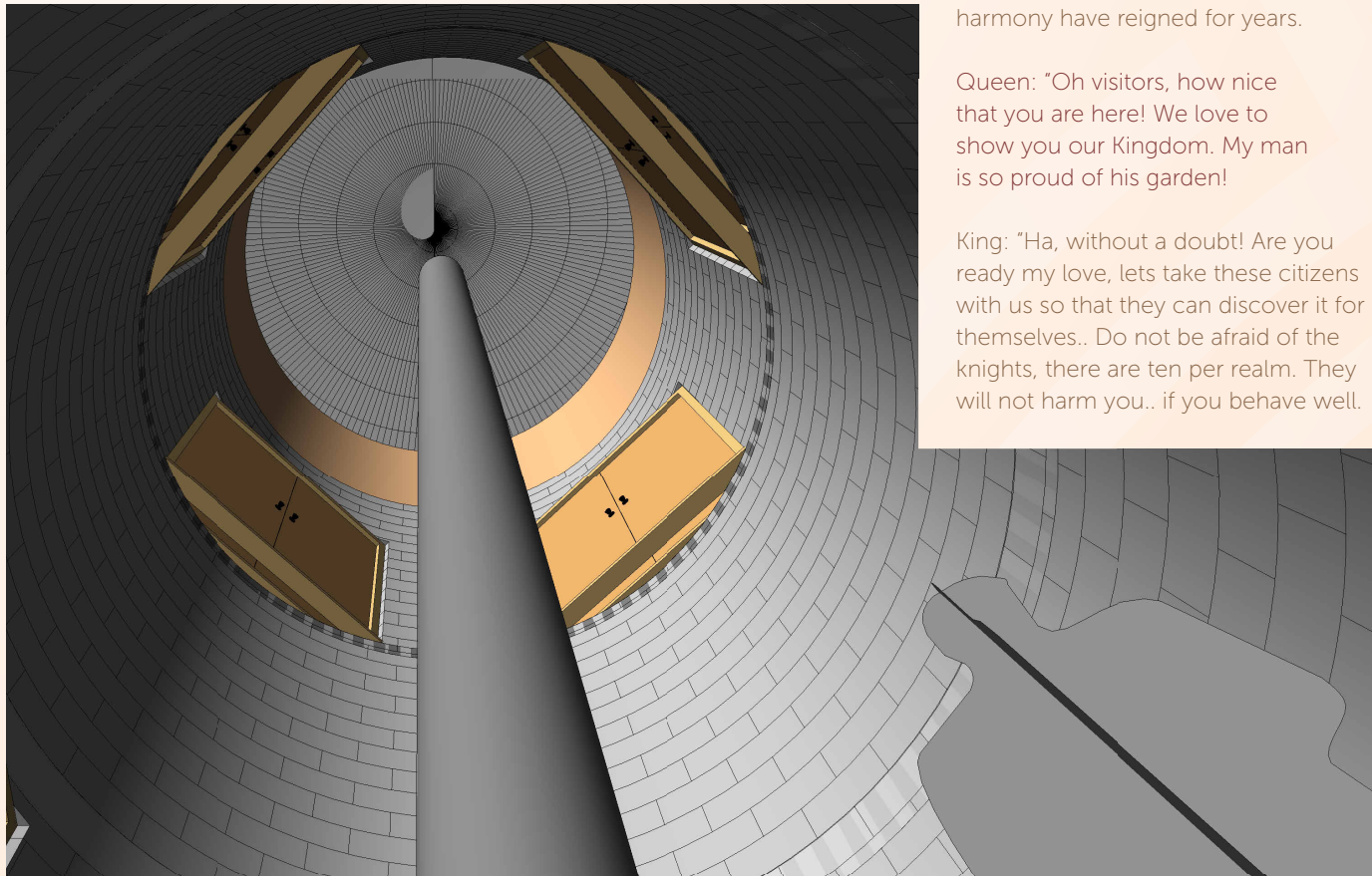


Storyline

Palatium

The Palace (elevator preshow)

Visitors enter a smaller, but richly decorated room. The walls and ceiling are covered with beautiful frescoes that depict the mysticism of the card world. The room can be divided into four quadrants of the four realms.



The king and queen appear on screens on the wall.

King: "Welcome to Aetheria citizens... Our land is divided by four kingdoms: The land of Diamonds, Nature Club, The Garden of Hearts and Estate of Spades. Peace and harmony have reigned for years.

Queen: "Oh visitors, how nice that you are here! We love to show you our Kingdom. My man is so proud of his garden!

King: "Ha, without a doubt! Are you ready my love, lets take these citizens with us so that they can discover it for themselves.. Do not be afraid of the knights, there are ten per realm. They will not harm you.. if you behave well.

Suddenly the tone of the voice changes to something ominous. The frescoes start to tremble, the roof seems to crack. A shadow slides over the statues. We hear someone laughing in the distance. Suddenly the Joker appears. Frustrated.

Joker: "blast all clubs!!!! the king and queen have invited visitors again... argh... Without even telling me. I, the best successor to Aetheria - The great Joker. They do not see my value.... NEVER! Only because my destination for the garden is..... to be mowed flat? Who likes gardens anyway, when you can be in the Palace all day among the diamonds?

These holy cows are far too proud of their stupid land! They will never hand over the baton to me.

Ascensus Labyrinthi

Lookout and Realm rooms

The elevator stops two floors up and the doors slowly open. Visitors step outside and have an impressive view from the palace tower upon a large round maze that revolves around them.

Visitors are requested to make their way to the entrance of the maze by taking the stairs down towards their realm room.

By means of a footbridge and a round staircase, they walk down one floor. They end up in their Realm room where they get a short explanation about their specific mission. They are addressed via video by the captured icon:

The land of Diamonds:

Mission: The King of Diamonds has been captured. This card represents wealth and abundance. Your mission is to find the King and bring him back, so that the land of Diamonds can flourish again.

The garden of Hearts:

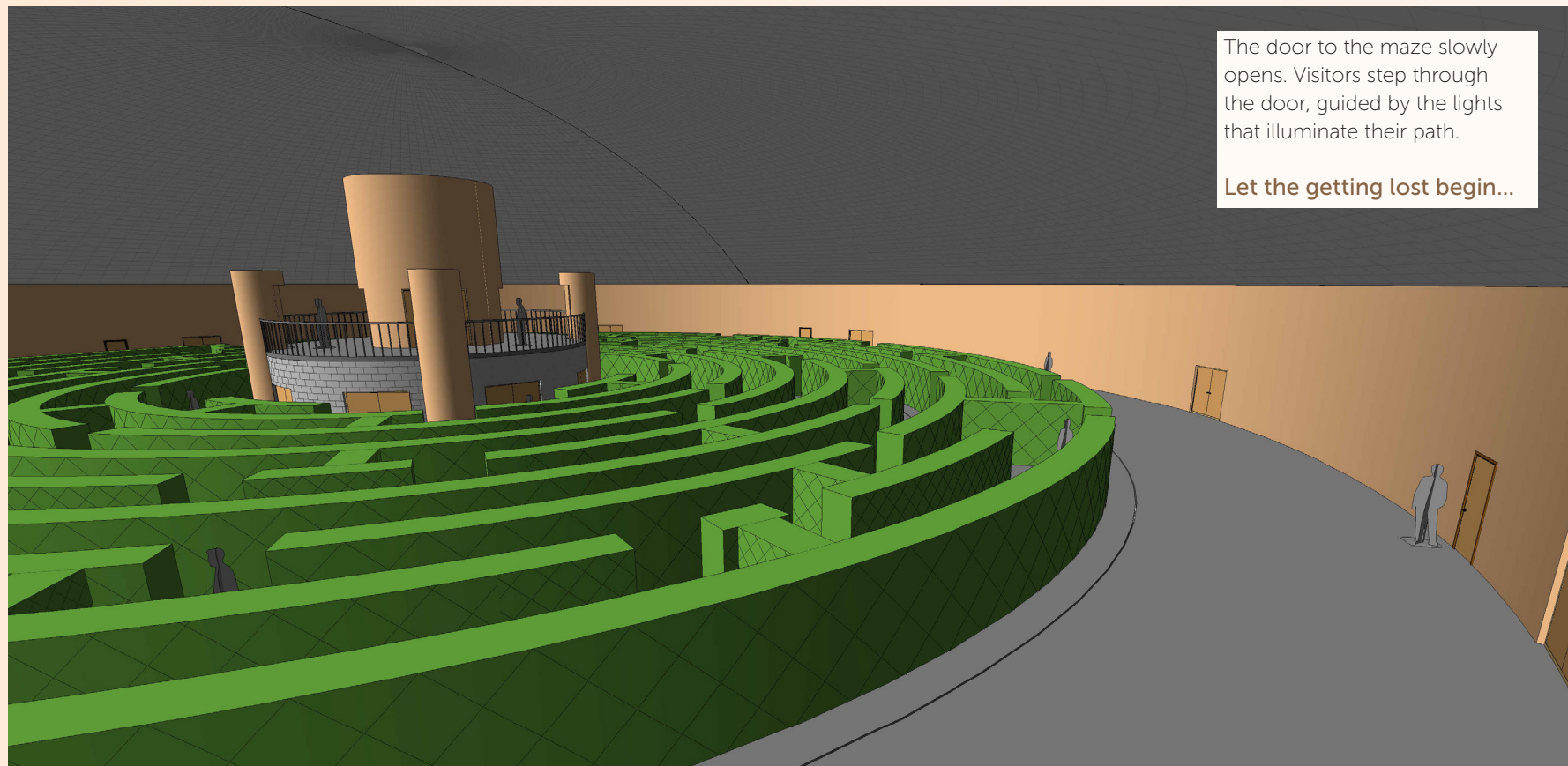
Mission: The Queen of Hearts has been captured. This card symbolizes love within the kingdom. Your mission is to track down this card and bring it back to restore harmony in The garden of Hearts.

The estate of Spades:

Mission: The Ace of Spades has been captured. This card represents strategic power and strength. Your mission is to find the Knight Ace and restore power to The Estate of Spades.

The nature Club:

Mission: The Jack of Clubs has been captured. This card symbolizes nature and resilience. Your mission is to find Farmer Jack and restore the natural balance to The Nature Club.

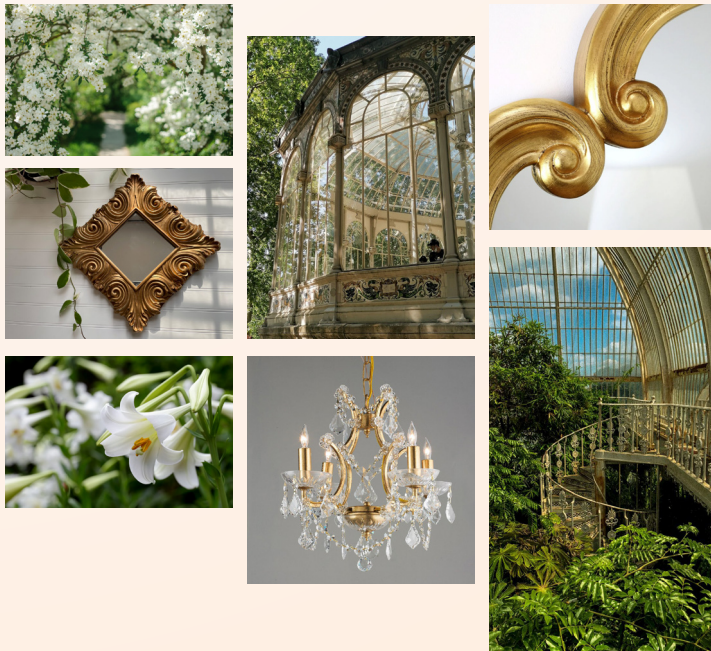


End games

The greenhouse of Diamonds

The King of Diamonds is hidden within the extravagant Greenhouse of Diamonds, a structure on luxury. This greenhouse is a dazzling palace of mirrors, gold-trimmed surfaces, and sparkling chandeliers.

The player faces puzzles centered around the manipulation of light and reflections. They must align mirrors to direct beams of light that unlock hidden compartments, decipher patterns in crystal formations, and use reflective surfaces to reveal the King of Diamonds card.

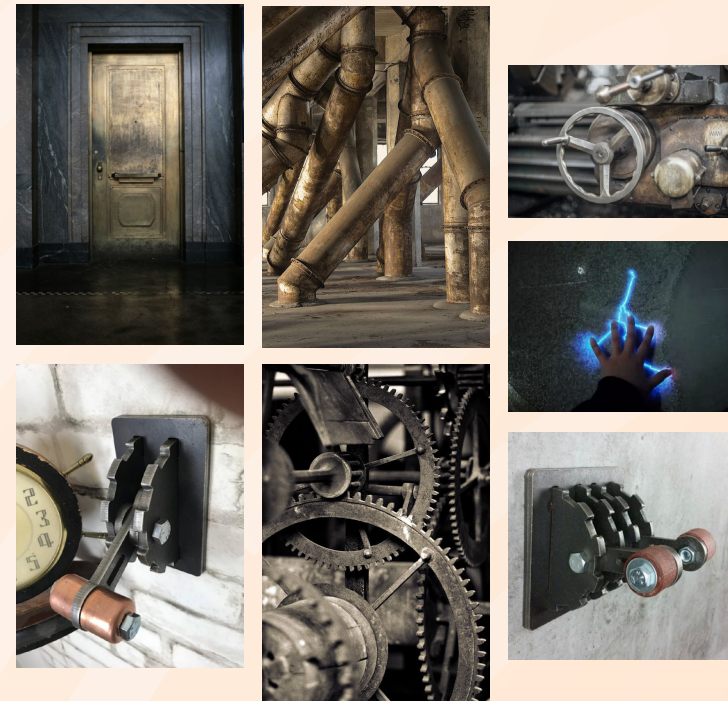


The bunker of Spades

The Ace of Spades is hidden in a heavily fortified bunker, filled with powerful machinery and metal doors. To reach the hidden card, the player must harness raw power, using modern technology.

The player uses an AR interface to scan the bunker, revealing hidden machinery, power circuits, and weak points in the structure. They can visualize the flow of energy, helping them to reroute power to open heavy doors or operate industrial cranes.

Pulling levers, turning wheels, to reveal the hidden Ace of Spades behind massive structures.



Moodboards - for reference only

The house of Hearts

The Queen of Hearts is hidden within the echoing House of Hearts, a house where every sound is amplified into misleading echoes and whispers. The player must carefully listen and discern true guidance from deceptive sounds to locate the Queen of Hearts card.

The player faces an auditory puzzle, needing to follow a sequence of sounds or voices to uncover the path to the Queen of Hearts. The house is filled with traps and dead ends triggered by incorrect sounds, requiring the player to rely on sharp auditory memory and logical deduction to navigate through the house of Heart

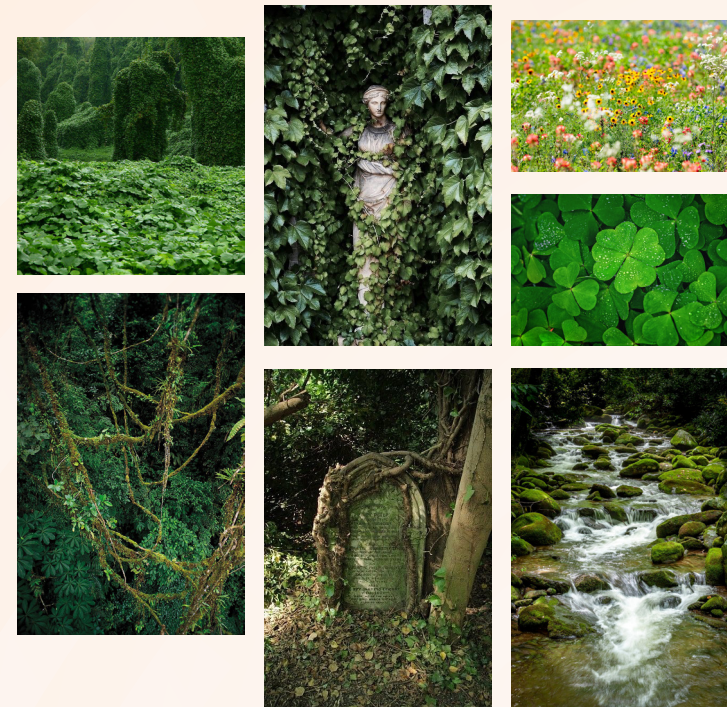


The shelter of Clubs

The Jack of Clubs is secured within the Shelter of Clubs, a building intertwined with nature. Overgrown with thick vines and vibrant flora.

The player must navigate through this dynamic, natural environment using virtual reality (VR) where plants grow rapidly, and water flows unpredictably.

Using VR controllers, the player interacts with the environment. They can physically push aside vines to reveal hidden passages leading to the Jack of Clubs card.



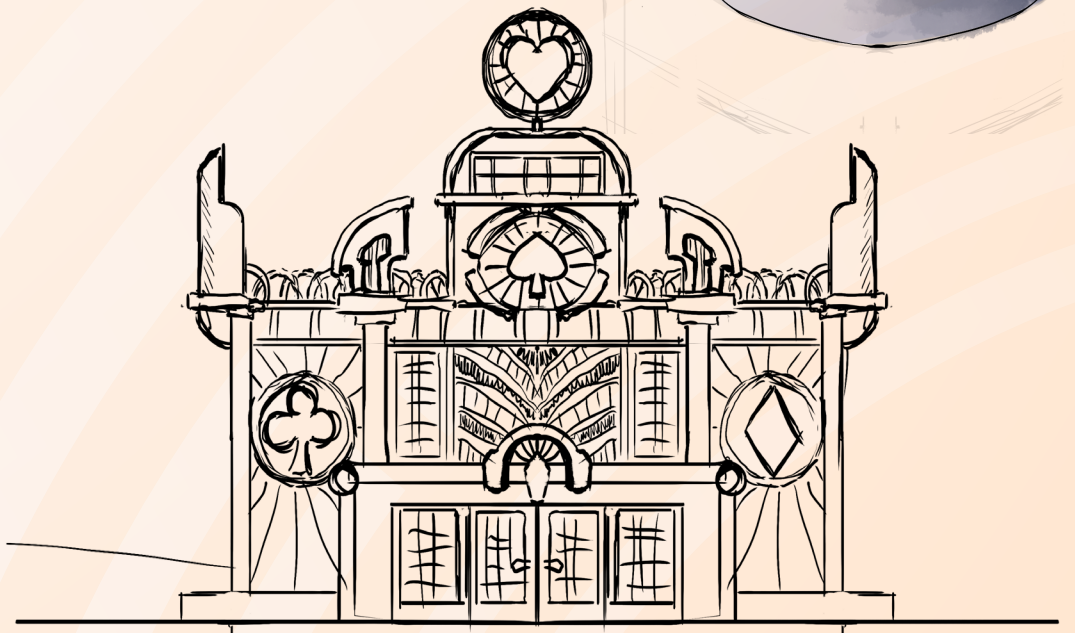
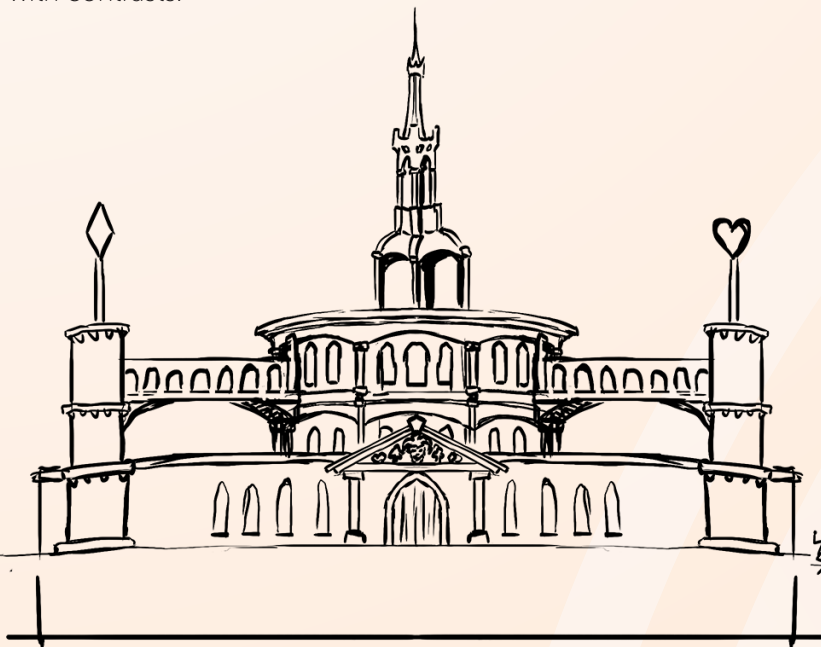
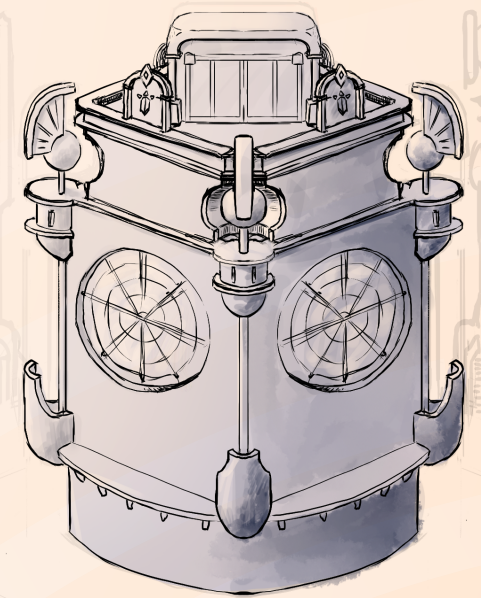
Concept art

For the architectural style of this project we wanted to create something unique. Not the typical classical styles you can find throughout any random themepark. But at the same time we wanted something that feels old and familiar. And since the team was divided between Baroque and Art Deco, We chose to do a mashup of both these styles.

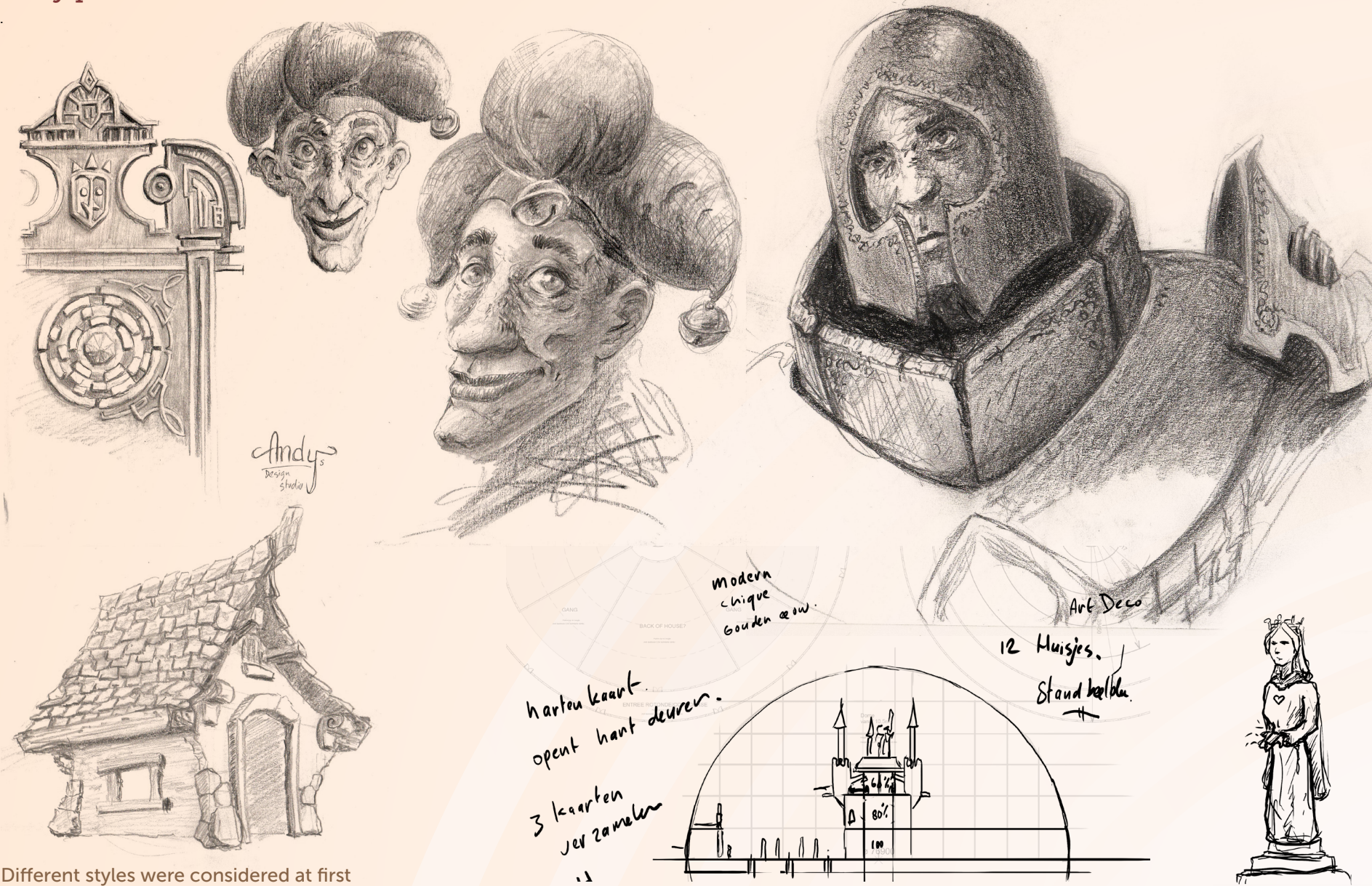
First we examined Baroque architecture and stylized the main shapes to bold geometric forms. These forms are juxtaposed with brass/golden sleek, linear patterns characteristic of Art Deco, including stylized sunbursts and zigzags, which add a rhythmic quality to the overall design, emphasizing Art Deco's love for verticality and symmetry. Inside, the design continues to play with contrasts.

Besides the Art Deco and Baroque mashup, you can also find a glass elevator, making it more modern and elegant. The glass walls of the elevator also help to make the room feel more spacious. Art Deco inspired light fixtures are placed next to thick banners, emphasizing the duality of the Jester. The banners give color to the interior and also help with the acoustics.

Once the game starts, you oversee the maze and the natural look and feel of the maze contrasts the stone buildings very well. In the maze, a few gazebos are hidden, and just like the façades surrounding the maze, they are designed in the same Art Deco/Baroque style to create a unified overall design. The projection on the dome can easily be altered to fit the seasons.



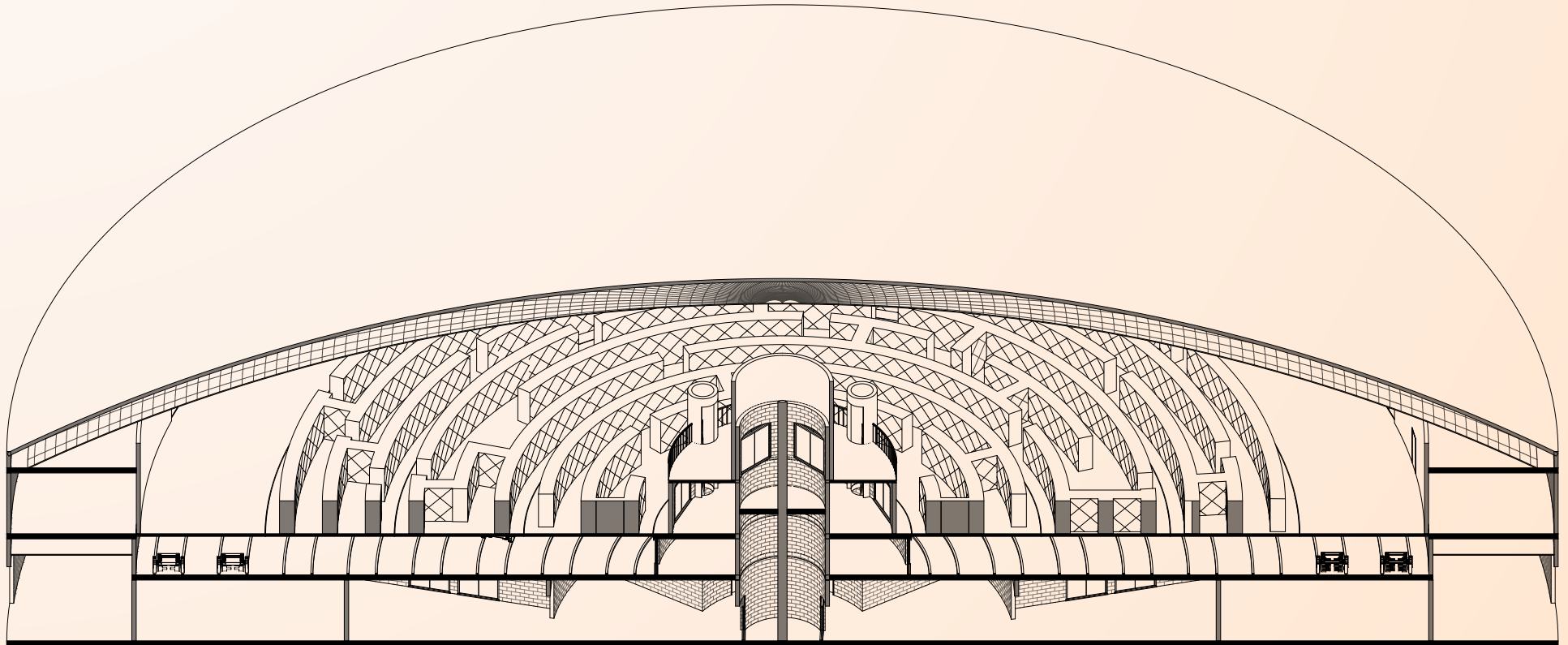
Early production sketches



Different styles were considered at first

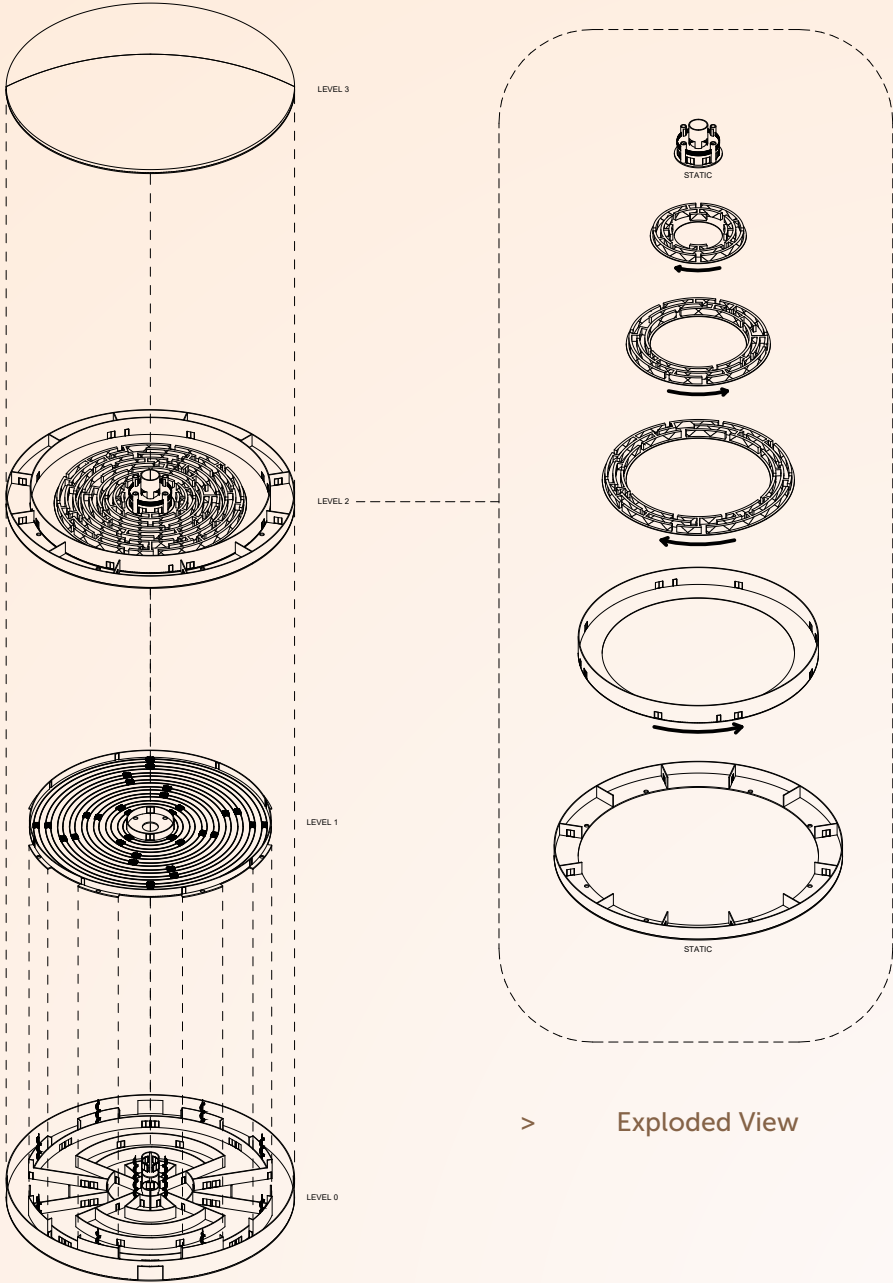
Technical design

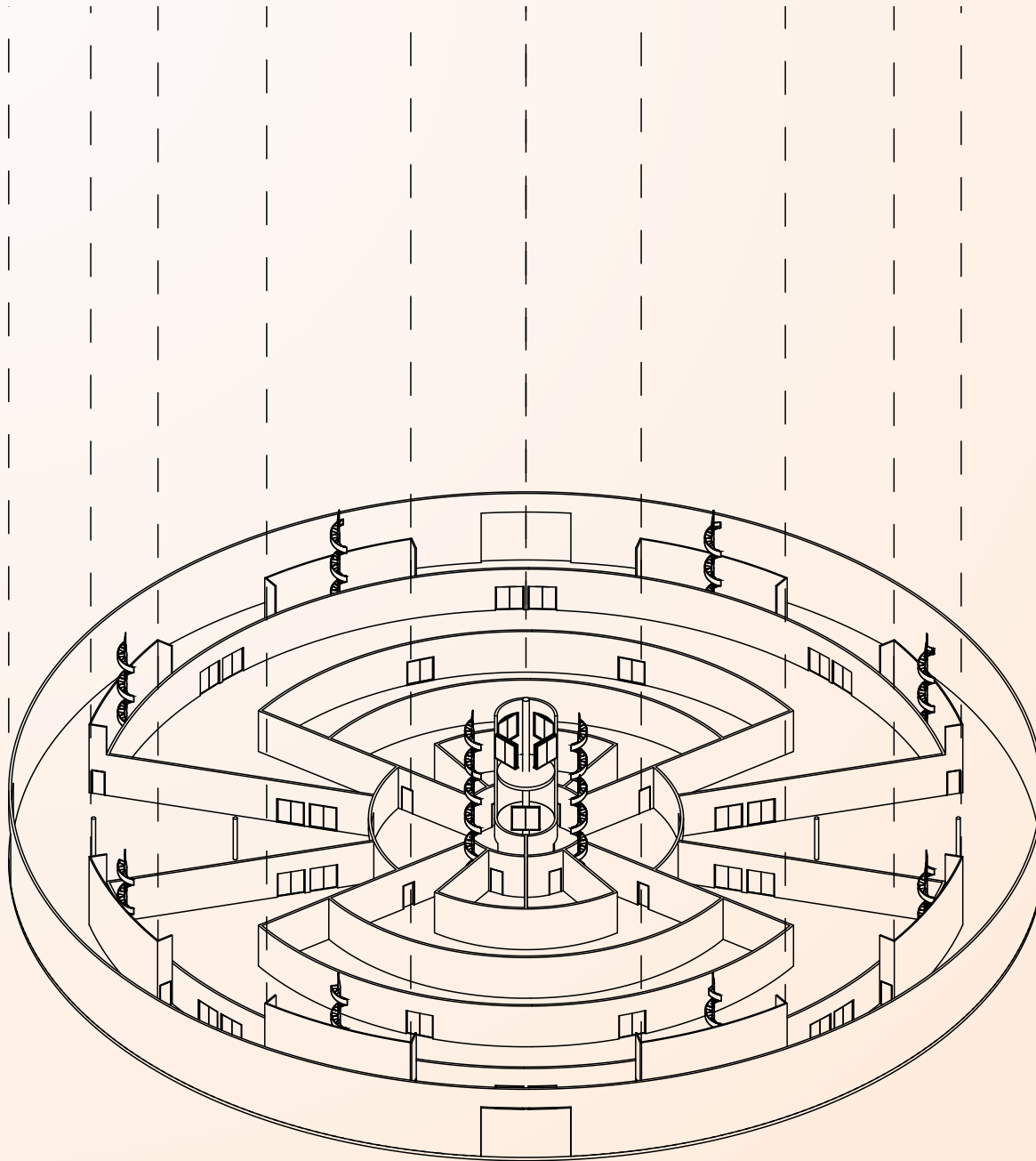
3D Building Section



Introduction

Spatially, a circular building lends well to the desired storyline which centers around a central palace, a surrounding maze, and an outer town. This fully indoor and easily reproducible arrangement supports a narrative where guests work from a start location to a finish location while engaging with an ever-changing route. The rotating maze, which forms the core of the route, is made up of separate rings that rotate independently. In case of footprint limits for an eventual operator, the amount of individual rings and their widths can be varied. With 5-10 operators for crowd control and preshow batching, direct and indirect (CCTV) supervision, as well as show and mechanical maintenance, the experience can be operated effectively. Operation of food & beverage and retail locations require approximately 15-20 staff members, including both front and back of house. From entrance to exit and from dining to shopping, as guests navigate through the dynamic settings of the building, they are drawn deeper into the narrative of what the mischievous Joker has done to the King and Queen's garden. The following architectural drawings show the shell structure of the building which supports this storyline.

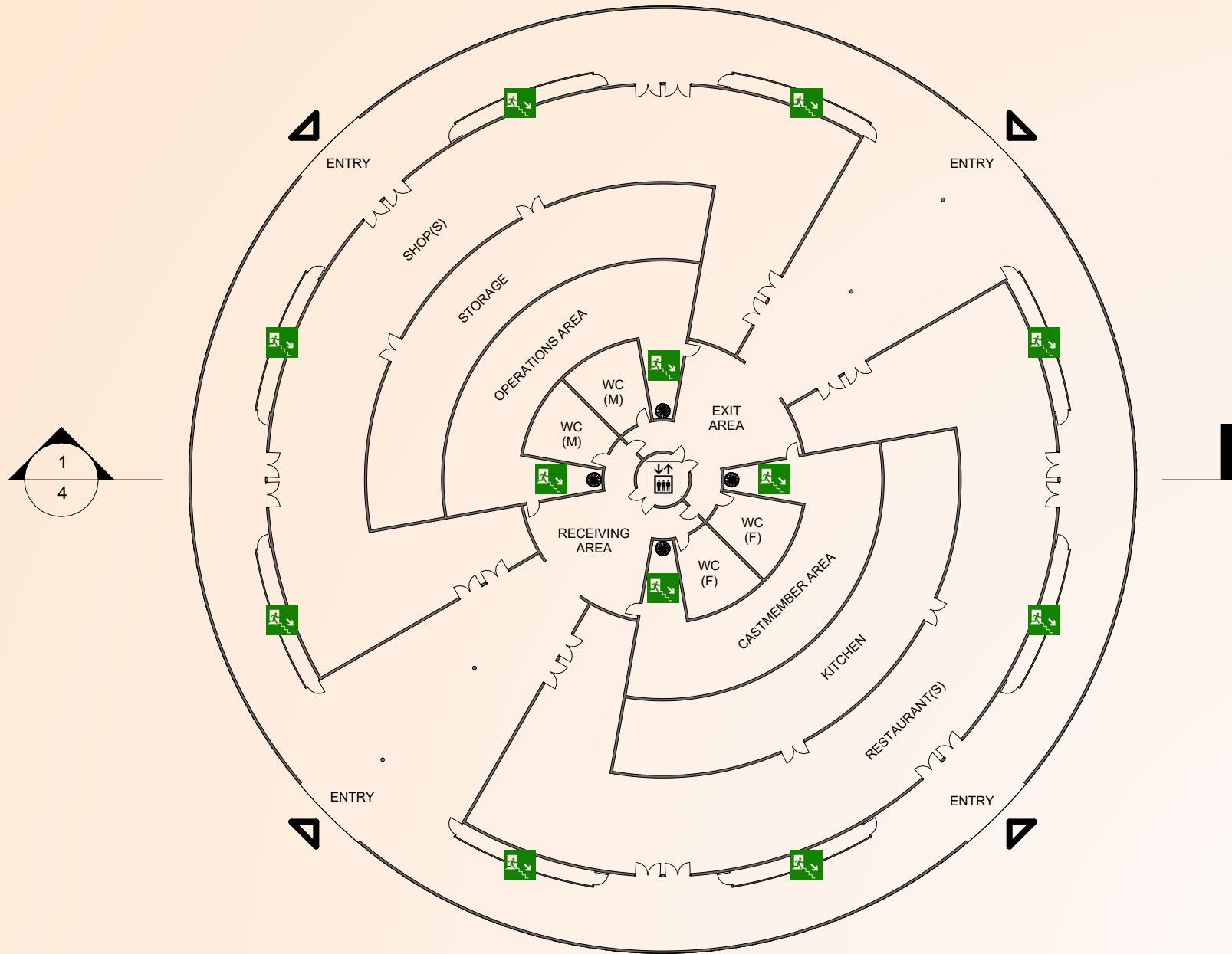




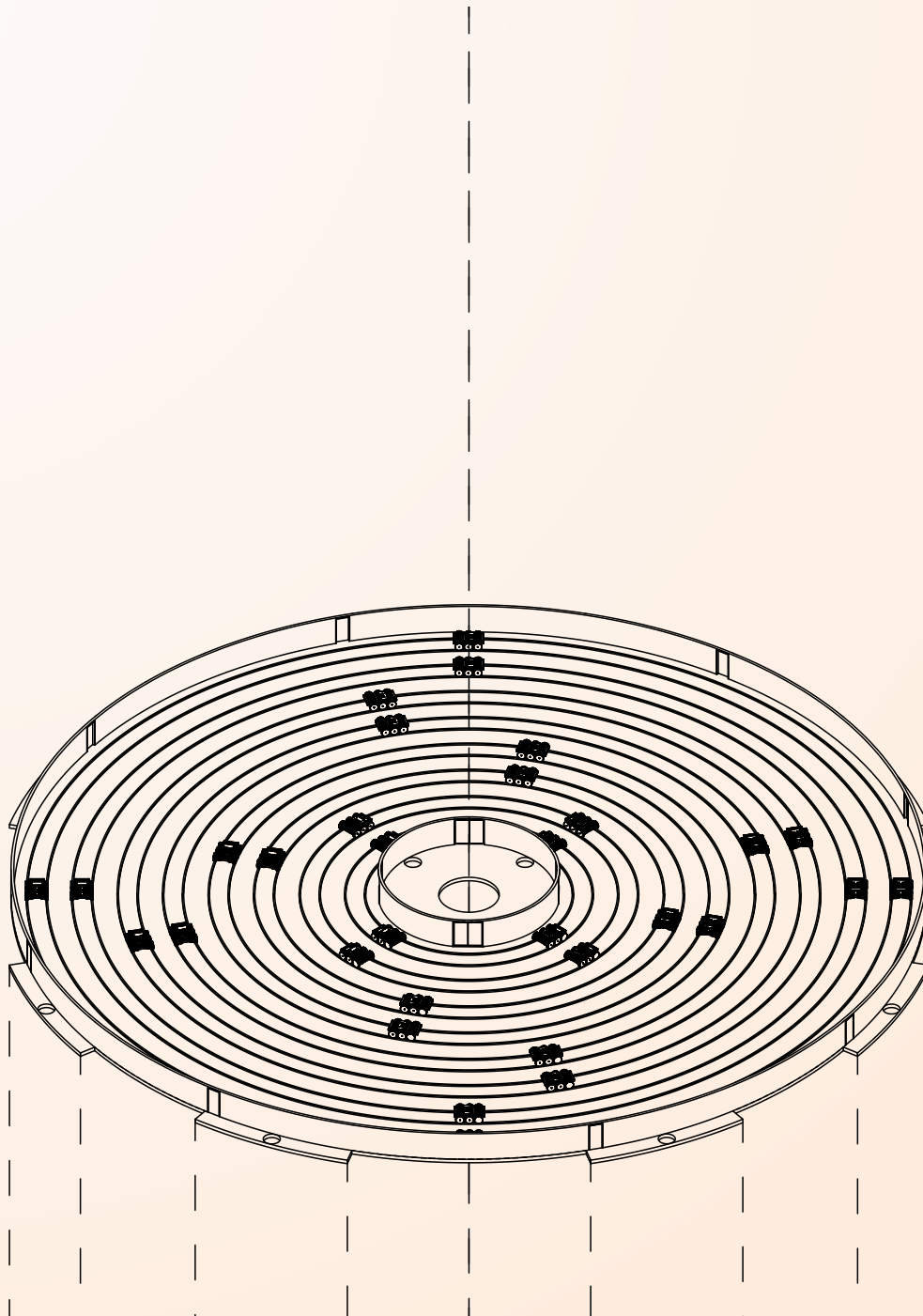
Level 0 (Ground Floor)

The ground floor of the building is a hub, housing a variety of amenities including food and beverage outlets, retail shops, and essential cast member areas such as operations rooms and break rooms. The circular layout is divided into two halves, with corridors leading guests to the center of the building. At the core lies a shaft containing an elevator, acting as a first preshow, that transports guests from the ground floor to the playing field on the second floor. This area is designed to manage the flow of guests efficiently—those arriving enter from one side, while those departing exit from the other. Toilets are accessible from these areas, and cast members can discreetly access backstage spaces without being seen by guests.

- > Level 0 Exploded View
- >> Level 0 Plan View (1:500 A3)



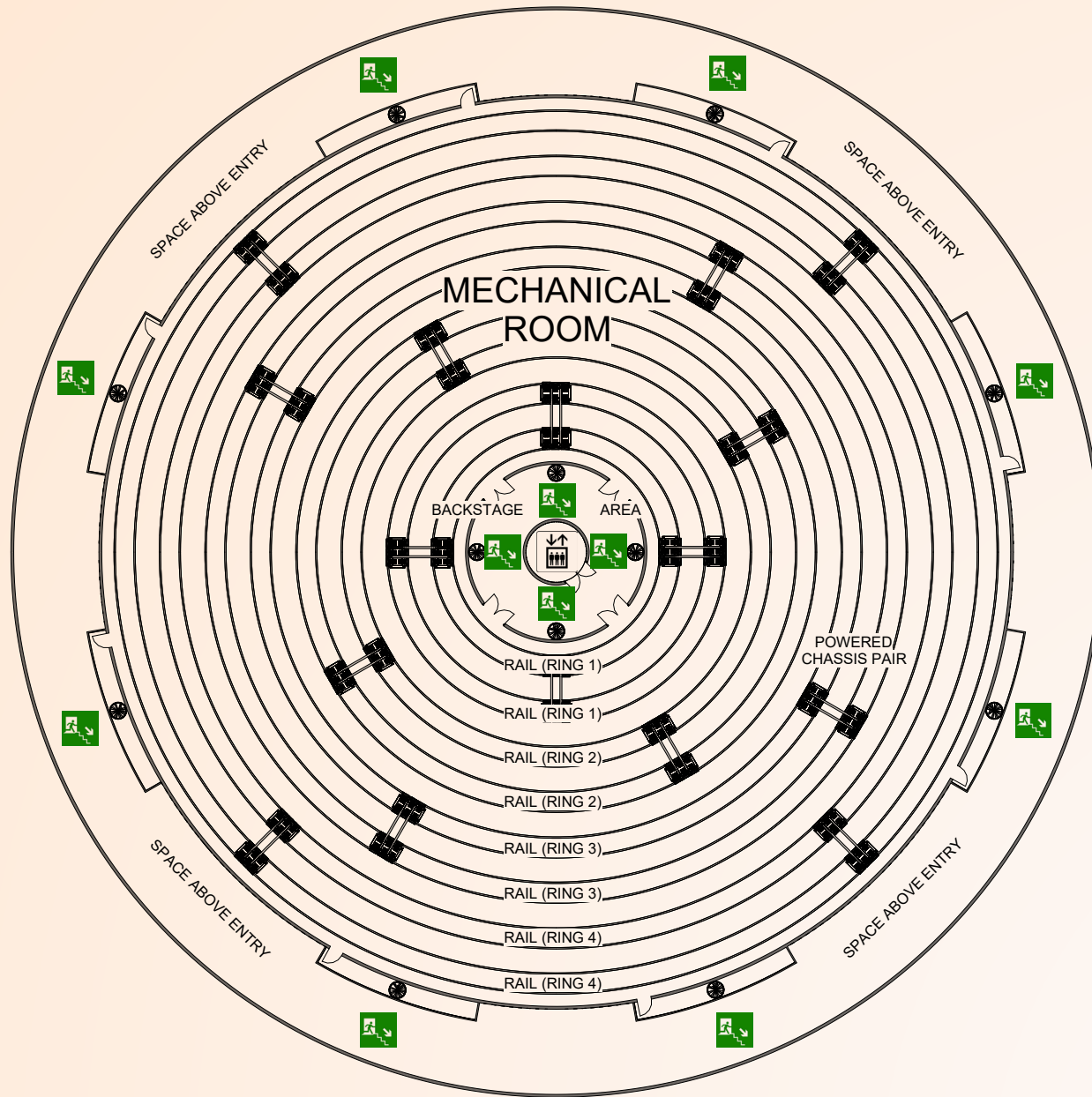
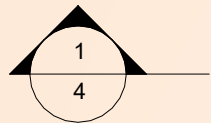
Level 0
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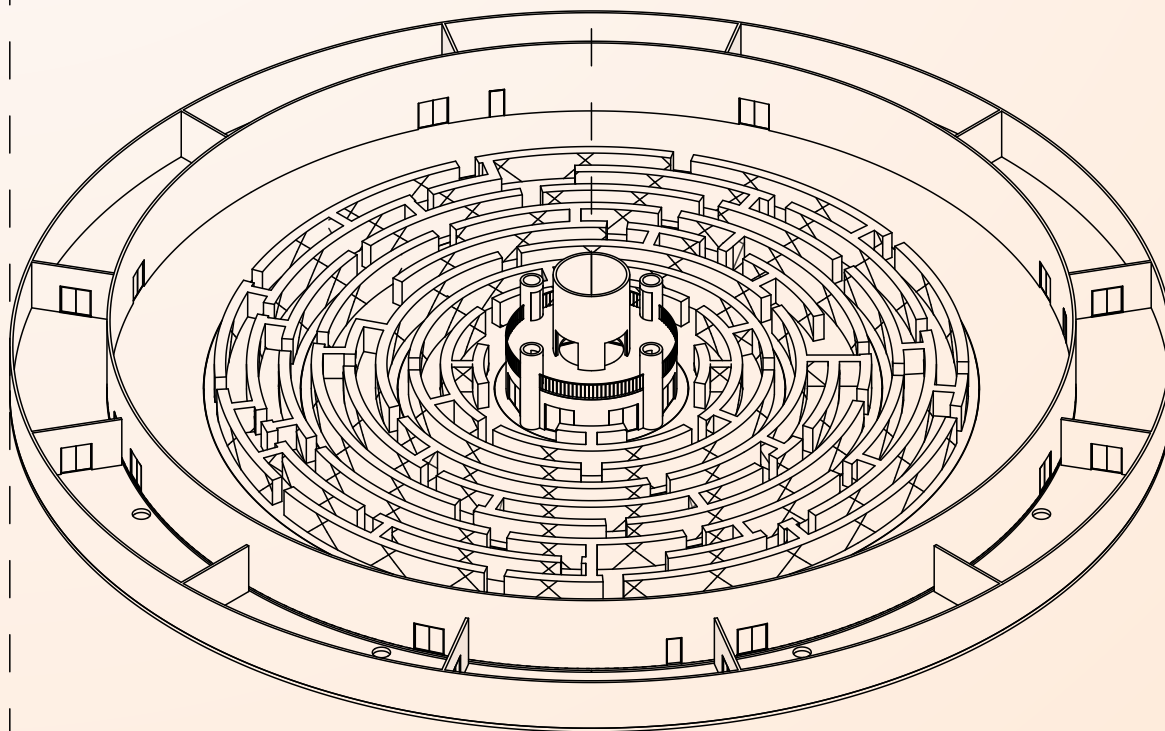
Level 1 (First Floor)

The first floor of the building is dedicated to the mechanical operations that drive the rotating maze on the level above. A significant portion of this floor is occupied by a mechanical room that houses eight rail tracks arranged in concentric rings. They are four sets of two rails, with multiple pairs of motorized chassis on each set. These chassis pairs support and power the rotation of four rings situated on the second floor, creating the constantly shifting maze. A centrally located backstage area allows cast members to move freely between the two halves on the ground floor without being visible to guests. The elevator shaft also passes through this space, with doors providing access to the mechanical room in case of maintenance.

- > Level 1 Exploded View
- >> Level 1 Plan View (1:500 A3)



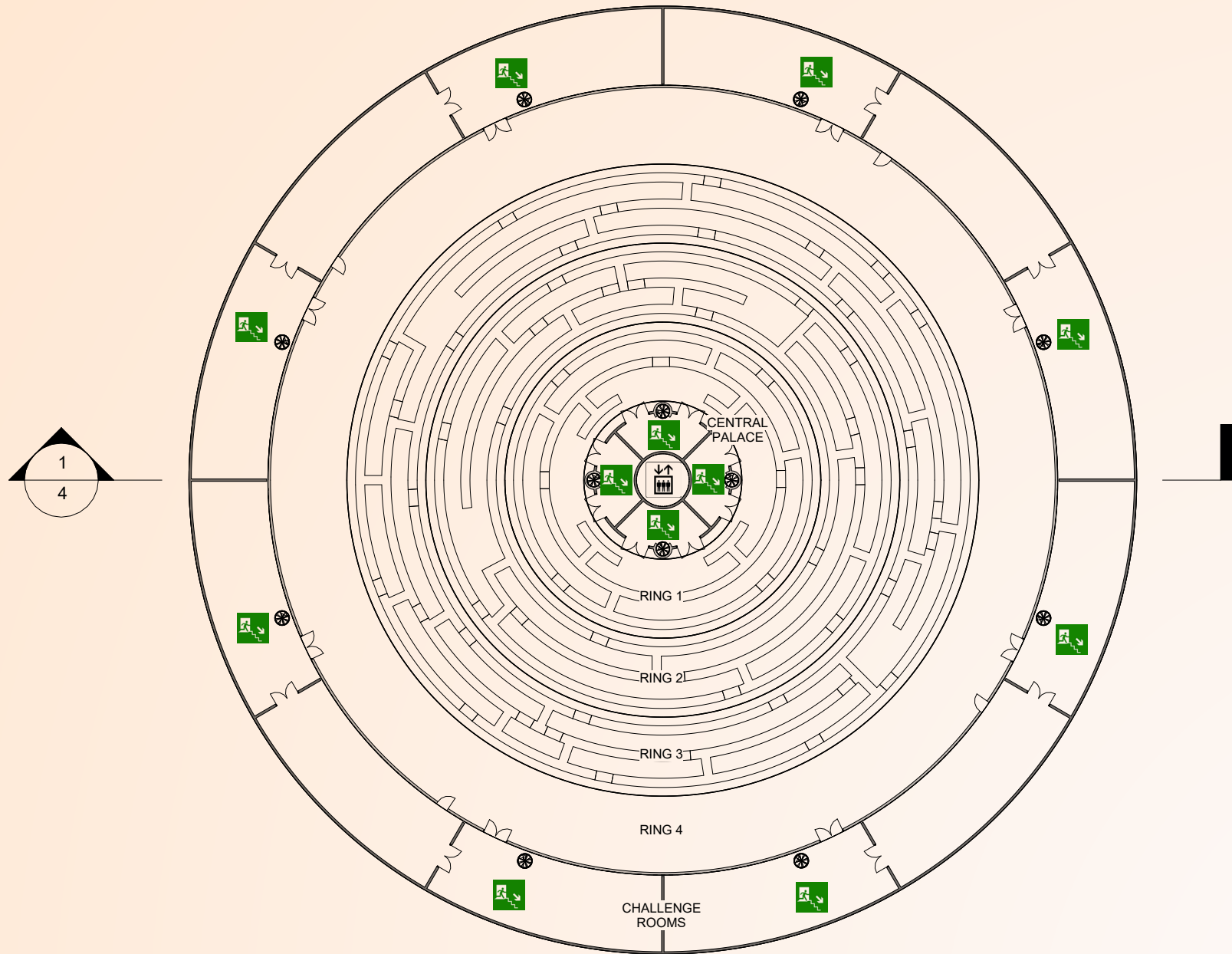
Level 1
1 : 500



Level 2 (Second Floor)

The second floor is where the storyline truly comes to life, featuring the main playing field. At the center stands the palace of the King and Queen. It is a two-level, forced perspective, structure with a central tower that houses the elevator shaft. On the upper level, guests exit the first preshow in the elevator and take their first panoramic view of the surrounding maze and town. The palace is divided into four quarters, each associated with one of the four card suits. On each quarter stands a tower that houses a circular stairway leading guests to the lower level of the palace. By following the stairway of their assigned card suit, the guests arrive in the second preshow room where the challenge, specific to their suit, is explained.

- > Level 2 Exploded View
- >> Level 2 Plan View (1:500 A3)



Level 2

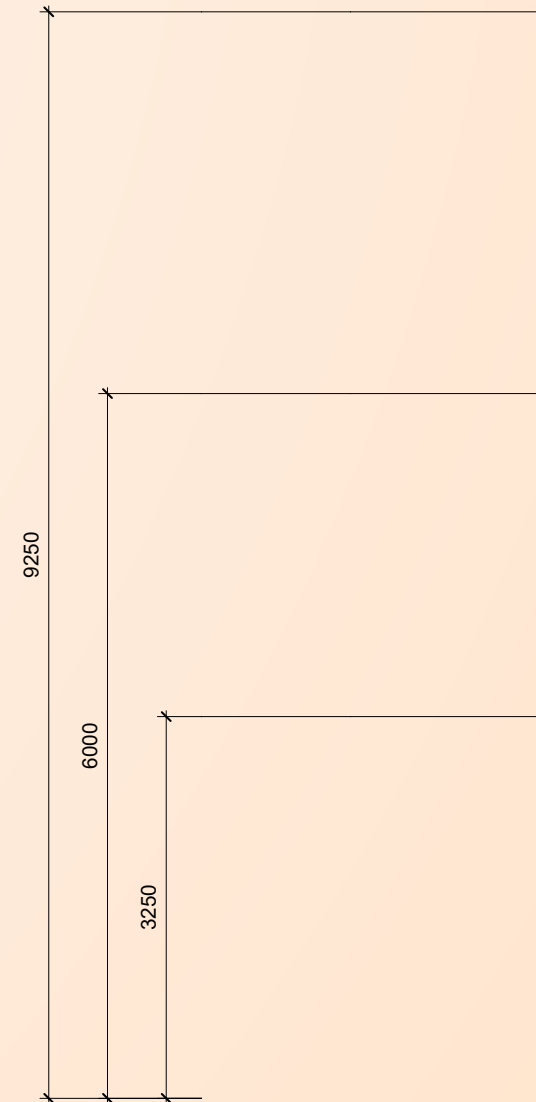
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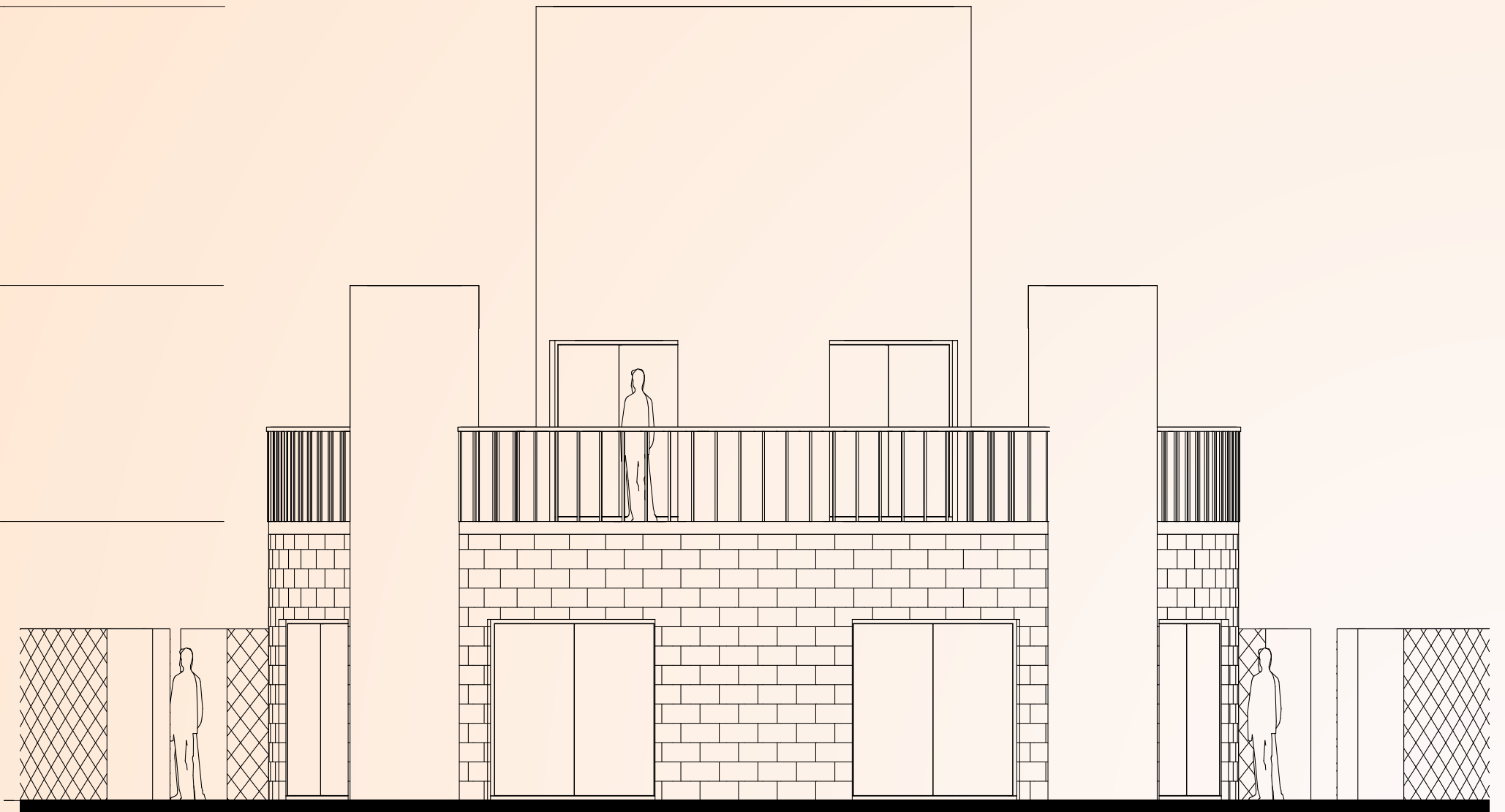
When the doors of the second preshow open, the guests are ready to enter the maze and make their way to a specified challenge room in the outer town. The maze is composed of three independently turning rings, supported and powered by the powered chassis on the floor below. The first ring rotates clockwise, the second counterclockwise, and the third clockwise once more. A fourth ring, representing the town's outer street with its house facades, also rotates counterclockwise. This continuous motion results in an

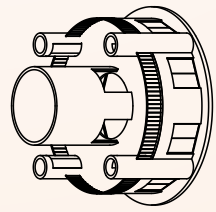
ever-changing maze layout as well as a shifting location of the outer town. As guests move through the maze, they must constantly adjust their route, peeking over the 2-meter-high borders made of hedges, walls, and fences. For safety, a buffer zone between each rotating ring ensures guests can cross safely without the risk of getting caught between moving elements. After successfully navigating the maze and reaching their target house along the town street, guests enter a static fifth ring containing challenge rooms.

Here, they must complete a task to earn a card for their suit. The journey then continues as they navigate back through the maze to their quarter in the palace, where they must deliver the card. Guests repeat this process, moving between the palace and the challenge rooms, until they have collected all the required cards for their suit.

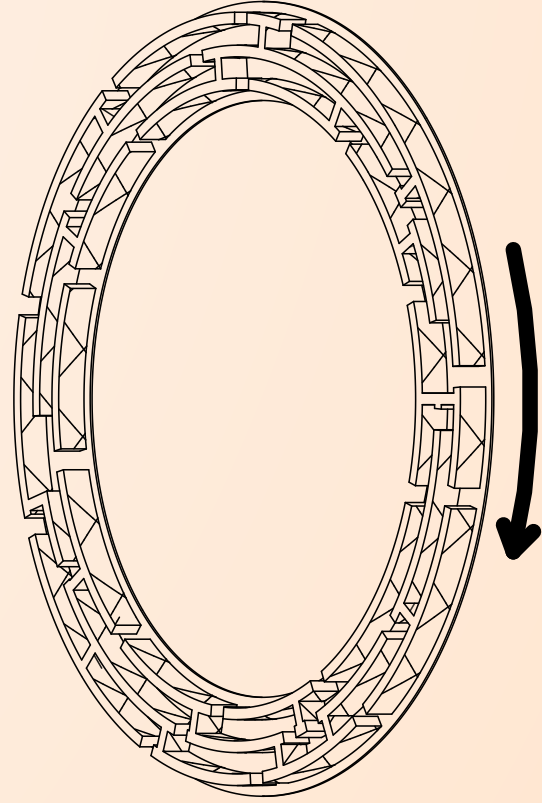
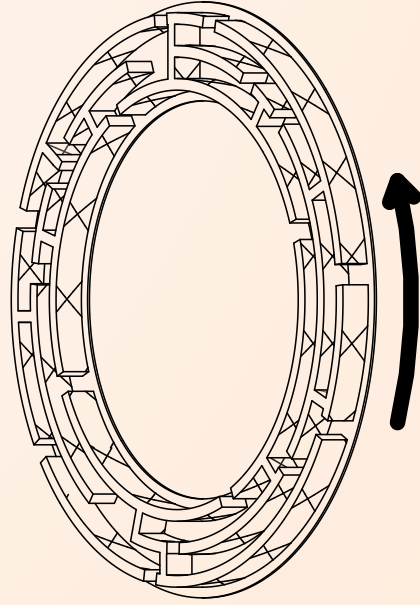
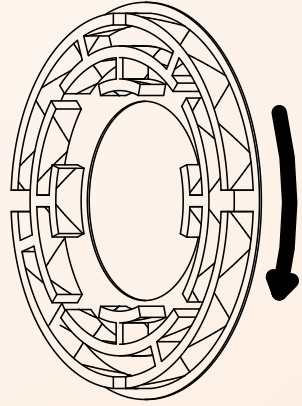
>> Elevation View - Palace



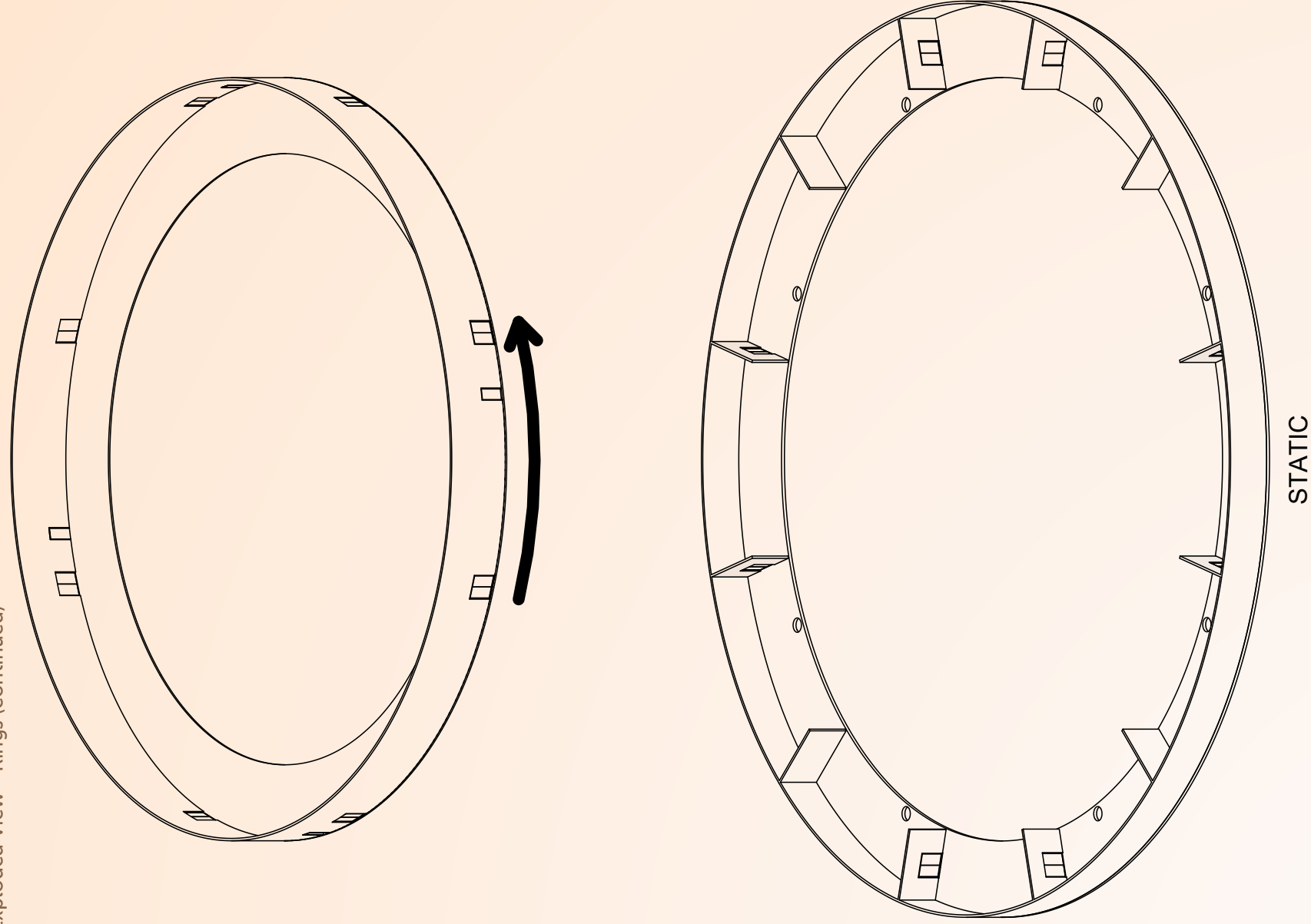




STATIC



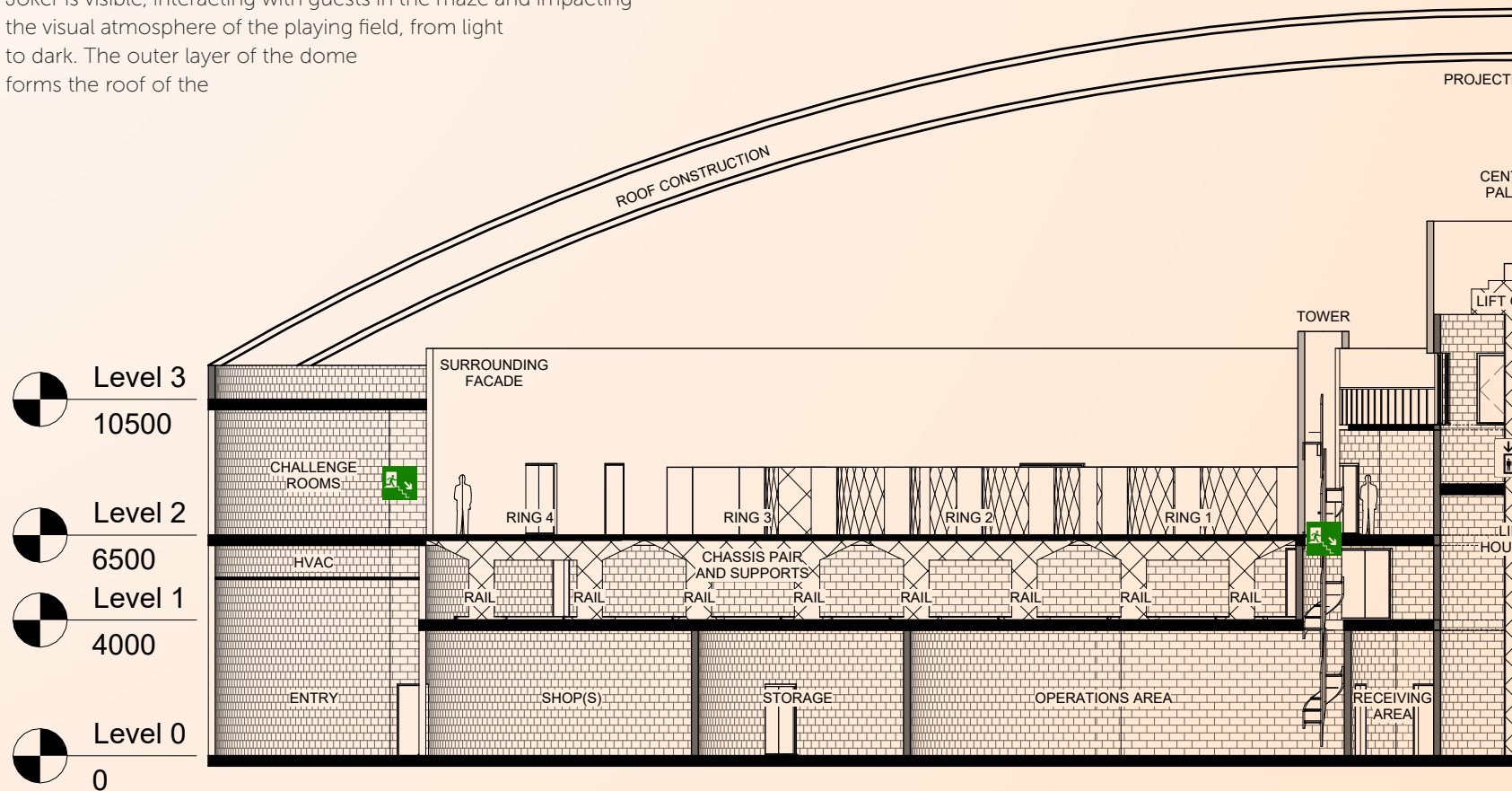
> Exploded View - Rings (continued)



Dome

A large dome sits above the second floor, enhancing the immersive experience of the playing field. This dome is constructed in two layers: the inner layer, visible from within the building, serves as a surface for projections or can be composed of screens. Projectors are strategically placed on top of the central tower of the palace (elevator shaft) and on top of the fifth ring, casting dynamic visuals that enhance the atmosphere. This is where the Joker is visible, interacting with guests in the maze and impacting the visual atmosphere of the playing field, from light to dark. The outer layer of the dome forms the roof of the

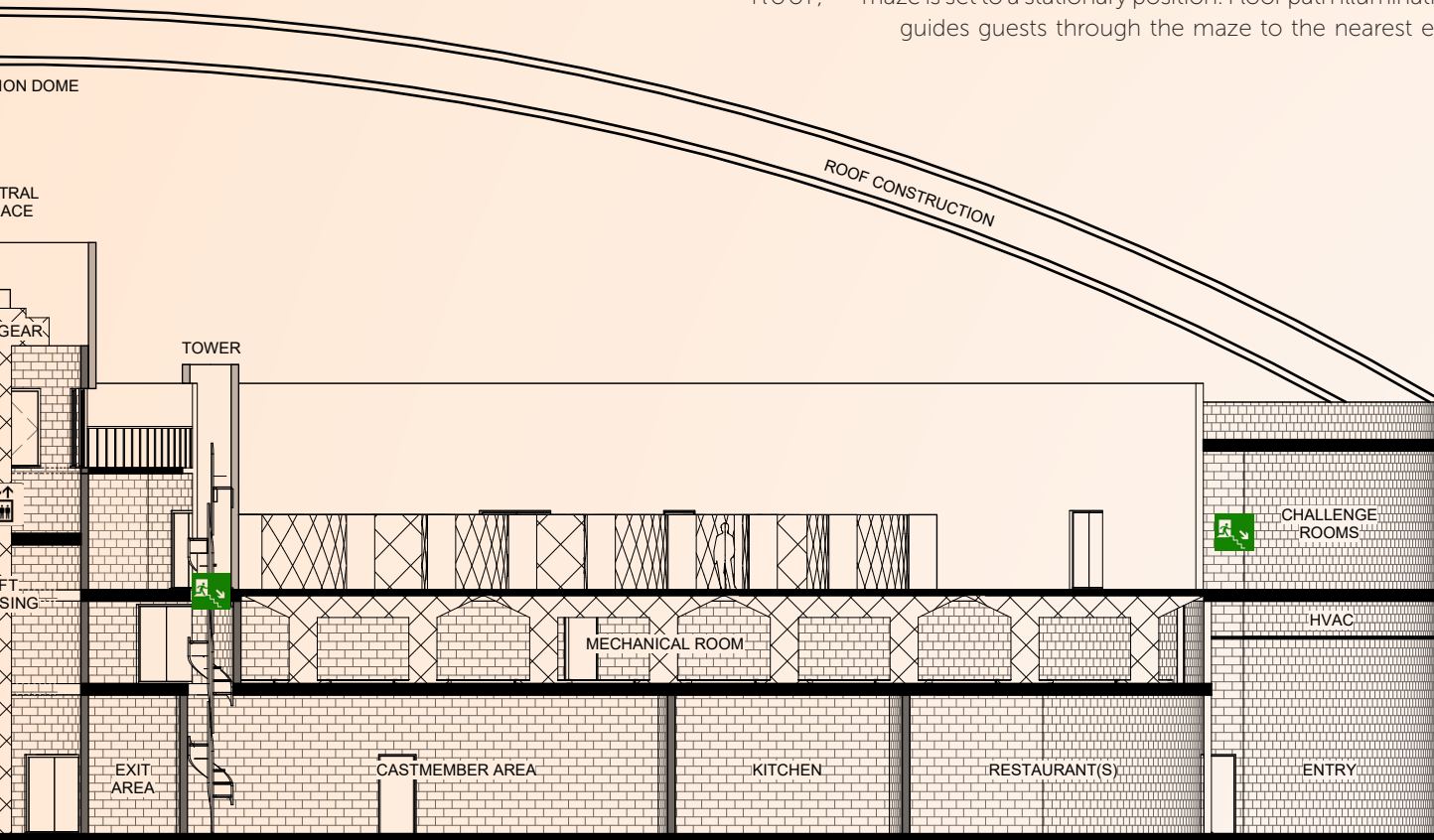
building, supported by structural trusses located in the space between the layers. These trusses not only support the dome but also house various elements critical to the building's function, such as climatic installations, emergency lighting, and sprinklers.



Evacuation Routes

Evacuation routes ensure guests and cast members can leave the building quickly in case of an emergency. There are central and outer evacuation routes. The central routes include four circular stairways that descend from the two-story palace on the second floor, through the backstage castmember area on the first floor,

and down to the receiving/exit area on the ground floor. From here, multiple paths lead to the building's exterior exits. The outer evacuation routes follow a similar design, with stairways leading from the challenge rooms on the second floor, passing the mechanical room on the first floor, and down to the entry foyers on the ground floor. In these events, emergency lighting is activated and the maze is set to a stationary position. Floor path illumination guides guests through the maze to the nearest exit.



> Section View

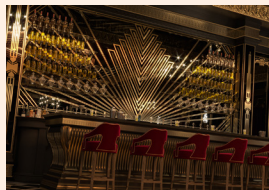
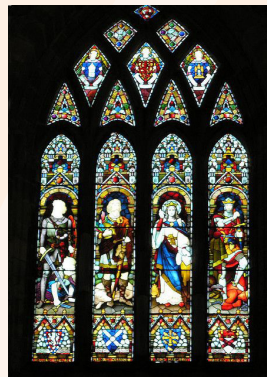
Additional experiences

For expanding the Aetheria experience, we consider unique additions:

Cartharium: The Royal Deck Restaurant

Big hungry? Go for a King's meal! Immerse guests in the fascinating history of playing cards while they dine in a restaurant themed around the royal court. With decor inspired by the Diamonds, Clubs, Hearts and Spades brings the rich history of playing cards to life, enhancing the overall thematic experience.

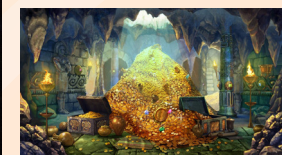
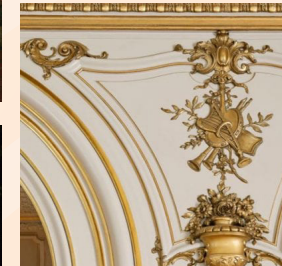
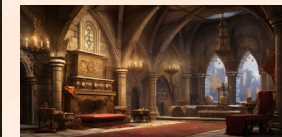
Custom Card Creation Booth: Offer guests a personalized souvenir with a retail location featuring a Photo Booth. Here, visitors can create their own custom playing card, choosing from filters that transform them into the King, Queen, Jack, Ace, or the Joker.



Emporium: Retail & Merchandise

Step into Emporium, a retail destination where visitors can bring the enchantment of Aetheria home with them. Look no further for a cool Ace of Spades hoodie, a Joker trickster kit, royal accessories or spinning maze puzzles. This shop offers an endless possibility of themed merchandise, perfect for fans of Kingdom Aetheria and the four realms.

Emporium offers a shopping experience that extends the magic of the attraction, allowing guests to cherish their memories and share the wonder of Aetheria with others.





AETHERIA

Looking forward
to welcome you...

soon.....

Andy